Sidekick Class v1.1

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Sidekick Class

Not all adventurers were born to be heroes, but does one need to be a hero in order to be heroic?

A Sidekick is the unassuming lynchpin to an adventuring party. They may not seem like a hero themselves but they excel at supporting their allies from closeby. The Sidekick may be assisting the Fighter in combat, supplying the Rogue with poisons, healing the Barbarian with magical potions, aiding the Bard's skill checks, restoring the Wizard's spell slots, or simply just hauling the party's loot. Regardless, the Sidekick is always there to ensure that their allies are able to continue to stand and fight.

Whether or not the Sidekick ends up becoming the hero that they dream to be, it is undoubtable that the heroes will not be able to save the world without the help of their trusty Sidekick.

Core Sidekick Traits

Primary Ability	Wisdom
Hit Point Die	D8 per Sidekick level
Saving Throw Proficiencies	Dexterity and Wisdom
Skill Proficiencies	*Choose 4:* Arcana, Acrobatics, Athletics, Deception, Insight, Perception, Persuasion, Stealth, Survival
Weapon Proficiencies	Simple weapons and Martial weapons that have the Light property
Armor Training	Light and Medium armor and Shields
Tool Proficiencies	Choose one type of Artisan's Tools of your choice
Starting Equipment	*Choose A, B, or C:* (A) Chain Shirt, Shortsword, Shield, 4 Javelins, Dungeoneer's Pack, and 6gp (B) Leather Armor, 2x Dagger, Light Crossbow, 20 Bolts, Crossbow Bolt Case, Dungeoneer's Pack and 11 GP (C) 100 GP

Becoming a Sidekick ...

As a Level 1 Character

- Gain all the traits in the Core Sidekick Traits table.
- Gain the Sidekick's level 1 features, which are listed in the Sidekick Features table.

As a Multiclass Character

- Gain the following traits from the Core Sidekick Traits table: Hit Point Die, proficiency in one skill of your choice from the Sidekick's skill list, training with Light armor and Shields.
- Gain the Sidekick's level 1 features, which are listed in the Sidekick Features table.

The Sidekick

Level	Proficiency Bonus	Features
1st	+2	Strong back, At the Ready, Distracting Strike
2nd	+2	Helpful, Got Your Back, Enhanced Items
3rd	+2	Item Toss, Sidekick Subclass
4th	+2	Ability Score Improvement
5th	+3	Subclass Feature
6th	+3	Further Enhanced Items
7th	+3	Advanced Attunement
8th	+3	Ability Score Improvement
9th	+4	Ever Vigilant
10th	+4	Long Toss, Very Helpful, Distant Distraction
11th	+4	Subclass Feature
12th	+4	Ability Score Improvement
13th	+4	Vastly Enhanced Items
14th	+5	Item Preservation
15th	+5	Avoid Danger
16th	+5	Ability Score Improvement
17th	+6	Subclass Feature
18th	+6	Maximally Enhanced Items
19th	+6	Epic Boon
20th	+6	Enhanced Item Preservation

Sidekick Class Features

As a Sidekick, you gain the following class features when you reach the specified Sidekick levels. These features are listed in the Sidekick Features table.

Level 1: Strong back

You are no stranger to hauling heavy loads.
You count as one size larger when determining your carrying capacity.

Level 1: At the Ready

Your hands are quick enough to grab what you need, when you need it.
You Gain the following benefits:

- As a Bonus Action you can take the Activate an Object action.
- As a Bonus Action you can take the Utilize action for items.
- As long as you as you have sufficient free hands and are not performing an attack, any item in your inventory can be instantly drawn into your hand as part of any Action, Bonus Action, or Reaction that requires the item.

Level 1: Distracting strike

You have learned to draw an opponent's ire.
As an Action, make a Weapon Attack, Unarmed Attack, or Spell Attack to a creature that is less than 15 feet away. On a hit, the next attack roll made against it before the start of your next turn has Advantage.

Level 2: Helpful

You are just very helpful.
You can use the Help Action to aid an ally within 15 feet of you, if the target can see or hear you.

Level 2: Got Your Back

Whenever an ally is in need, you are there.
As a Reaction, when another creature within 15 ft makes a D20 Test, you can choose to roll 1d6 and add this to the result of the D20 test.

You can use this feature a number of times equal to your Proficiency Bonus. You regain all expended uses when you finish a Long Rest.

Level 2: Enhanced Items

You have learned how to get the most out of your items.
When the effect of activating an item results in rolling dice to determine healing or damage to a creature, roll an additional +1 dice and add it to the result.

> E.g. Applies to effects from activating potions, poisons, spell scrolls, Wondrous Items, etc.
> Does not apply to attack rolls or weapon damage.

Additionally when activating any item that requires a Saving Throw for any part of that items functionality, you can use the original DC or a DC equal to **8 plus your Wisdom modifier and Proficiency Bonus** for the Saving Throw.

Level 3: Apprenticeship

You gain a Sidekick Subclass (Apprenticeship) of your choice. The Squire, Provisioner, and the Scrivener subclasses are detailed after this class's description. A Subclass is a specialization that grants you features at certain Sidekick levels. For the rest of your career, you gain each of your subclass's features that are of your Sidekick level or lower.

Sidekick Apprenticeships

Squire
Provisioner
Scrivener

Level 3: Item Toss

Why hand over something when you can throw it?
On your turn using your Bonus Action, or on an ally's turn using their Bonus Action and your Reaction, you can throw an item to an ally within 15 feet and the ally can choose whether or not to throw an item back as part of the same action. Thrown items can weigh no more than 10 lbs.

Additionally, as part of the Action or Bonus Action to use a Consumable item, it can be thrown to be used on a target up to 15 feet away as if it was used by the target.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Sidekick levels 8, 12, and 16.

Level 6: Further Enhanced Items

The Enhanced Items feature now allows you to roll +2 additional dice.

Level 7: Advanced Attunement

You have dabbled with myriad magical items.
You gain the following benefits:

- You ignore class restrictions to Attune to magic items.
- As a bonus action, you can instantly Unattune from an item (unless it is cursed) and/or Attune to another item.
- If a Sidekick feature allows you to spend an Action or Bonus Action to give or throw an item to another creature, as part of your action the other creature can instantly Unattune from an item (unless it is cursed) and Attune to the new item.

Level 9: Ever Vigilant

Keep one eye on your friend and one eye on your foe.
When you use your Got Your Back feature you can now chooose whether to *add* or *subtract* the 1d6 result from the target creature's D20 Test, allowing you to help an ally or hinder an enemy.

Level 10: Long Toss

You can throw with the best of them.
The Item Toss range increases to 30 feet and tossed items can weigh up to 20 lbs. Consumables can now be used on a target that is 30 feet away.

Level 10: Very Helpful

Your helpfulness knowns no bounds.
You can now use the Help Action to aid an ally within 30 feet of you, if the target can see or hear you.

Level 10: Distant distraction

Your ability to distract opponents is unparalleled.
Your Distracting Strike feature now works against creatures that are 30 feet away.

Additionally, weapons with the Thrown property that you are trained in can be treated as having double their throw range (normal range and long range).

Level 13: Vastly Enhanced Items

The Enhanced Items feature now allows you to roll +3 additional dice.

Level 14: Item Preservation

You know how to get the most out of an item.
When using a Consumable item roll 1d4, on a 4 the item activates as normal but it's not consumed.

Additionally, if a magic item is activated using its Charges, roll 1d4, on a 4, the number of Charges consumed is reduced by 1 (to a minimum of 0).

Level 15: Avoid Danger

Keep your head low and stay out of trouble.
When another creature makes an Attack Roll against you, roll 1d6. On a 6, the attack misses as you avoid any harm
When you are forced to make a Saving Throw, first roll 1d6. On a 6, you automatically succeed against the Saving Throw.

Level 18: Maximally Enhanced Items

The Enhanced Items feature now allows you to roll +4 additional dice.

Level 19: Epic Boon

You gain an Epic Boon feat or another feat of your choice for which you qualify.

Level 20: Enhanced Item Preservation

You have learned to truely maximise the usefulness of items.
Your Item Durability feature now triggers on a 3 or a 4.

Additionally, the Item Durability feature can reduce the number of Charges consumed by 2 (to a minimum of 0).

Apprenticeships

Squire

A Squire is a knight-in-training who also serves as an attendant. The Squire ensures that the battle equipment is maintained to the fullest and and that their companions are well armed.

Consider: Who are you attending or apprenticed to? Are they a mentor that you aspire to become or a rival that you dream of defeating in combat?

Level 3: Martial Training

If you can carry a heavy gear then surely you can wear them too?
You gain training with Martial Weapons and Heavy Armor.

Level 3: Weapon Mastery

You have developed up some fighting techniques of your own.
Your training with weapons allows you to use the Mastery properties of two kinds of weapons of your choice with which you have proficiency (*such as Daggers and Shortbows*).

Whenever you finish a Long Rest, you can change the kinds of weapons you chose (*For example, you could switch to using the Mastery properties of Scimitars and Shortswords*).

Level 3: Equipment Maintenance

A knight lives or dies by how their Squire maintains their equipment.
On a Long Rest, add a temporary improvement to 1 ally that lasts for 1 battle:

- ***Sharpen***: Add 1d4 damage to all weapon attacks, unarmed attacks, and cantrip attacks. Damage type is equal to the damage type of the attack.
- ***Hone***: All attack rolls crit on 19 or 20.
- ***Refit***: Any critical hits against you are treated as regular hits.
- ***Polish***: +2 to Strength, Dexterity, & Constitution saving throws.
- ***Clean***: +2 to Intelligence, Wisdom, & Charisma saving throws.

This feature improves at higher levels:

- **Level 7**: You can apply separate improvements to up to 2 different allies.
- **Level 13**: All improvements last until the start of the next Short or Long Rest.
- **Level 18**: Can apply separate improvements to up to 4 different allies. Improvents last until start of next Short or Long Rest.

Squire - https://heroes-of-camelot.fandom.com/wiki/Squire

Level 5: Extra Distracting Strike

You can now attack twice using the Distracting Strike feature but it's effect is only applied to one creature that was hit by one of these attacks.

Level 5: Rapid Re-Arm

No one is faster than you at re-arming an ally.
On your turn as an Action, you can refit and rearm an ally using any equipment from your or their inventory. As part of this action you can perform one of the following:

- Your ally can stow any number of weapons then draw 1 two-handed weapon or 2 other weapons.
- Your ally can doff a piece of armour then don another piece of armour.
- Your ally can unequip a shield then equip a another shield.

Level 11: Gift of Attunement

You teach your allied to become more intune with their equipment.
At the end of a Short or Long Rest you can grant an ally an extra Attunement Slot. This extra Attunement Slot lasts until you use this feature again to give the Attunement Slot to another ally.

Level 17: Distracting Flurry

You can now attack three times using the Distracting Strike feature but it's effect is only applied to one creature that was hit by one of these attacks.

Athlynariss the Copper Dragon by SirMadman

Lorehold Apprentice MtG Art by Manuel Castañón

Provisioner

A provisioner is a hoarder of all things useful; one who always happens to have just the right item at just the right time. Provisioners have a knack for making the most out of even the most mundane of items.

Consider: What is the source of your Provisioner powers? Do you have a magical backpack, are you being gifted items from an unknown entity, or are you simply extremely frugal with your items?

Level 3: Lost and Found

Easy come, easy go.
Once per Short Rest you can reach into your backpack and produce either:

- A mundane item or piece of adventuring gear with value less than 55 GP.
- A Common Consumable magic item.

The item lasts until you finish a Short or Long Rest, at which point it vanishes.

Level 5: Item Sharing

Sharing is Caring.
When consuming or activating an item that only affects one creature, you can also apply the effect to one other creature within 15 feet of the target creature.

Level 11: Finders Keepers

Where do these items keep coming from?
You can now use the Lost and Found feature twice per Short or Long Rest. Additionally, Lost and Found now allows you to produce:

- A mundane item or piece of adventuring gear with value less than 155 GP.
- An Uncommon Consumable magic item.

Level 17: Sharing Aura

You are the master of sharing.
When consuming or activating an item that only affects one creature, you can also apply the effect to all other creatures of your choice within 15 feet of the original target creature.

Level 17: Treasure Trove

It is as if there is a pocket dimension inside your backpack.
You can now use the Lost and Found feature four times per Short or Long Rest. Additionally, Lost and Found now allows you to produce:

- A mundane item or piece of adventuring gear with value less than 355 GP.
- A Rare Consumable magic item.

Scrivener

A scrivener is a magical apprentice and dabbling magic scroll scribe. Scriveners not only serve as invaluable assistants to the magically adept but are also not afraid to bend the limitatons of magical potential.

Consider: How did you learn about magic?
Did you study under a magical master or are you self-taught through your experiences in the world?

Level 3: Magical Aptitude

You have learned a thing or two from your studies.
You gain the following benefits:

- You learn 1 additional language.
- You learn two Cantrips from any class. Wisdom is your spellcasting ability.
  Your Sidekick Cantrips are always treated as if you were level 1.
- You can use any Spell Scroll, using Wisdom as your spellcasting ability for the spell.
  If the spell is a Cantrip or the spell level is not higher than **one quarter of your Sidekick level** (minimum of 1), you can cast it reliably. Otherwise, to cast the spell you must first make a Wisdom (Arcana) check (**DC 10 plus the spell's level**). On a successful check, you cast the spell from the scroll. On a failed check, the scroll disintegrates.

Level 3: Wizard's apprentice

Time is money and you can save your mentor both.
When a nearby Wizard attempts to copy spells into their spell book, The wizard treats the spell as 1 level lower for time and gold cost.

At Level 7, the spell is treated as 2 levels lower. At Level 13, the spell is treated as 3 levels lower.

Level 3: Scroll Scribe

A scrap of parchment is as good as a spellbook.
During a Long Rest, you may create one Spell Scroll of a spell that is known to you. The Spell Scroll is crude and holds no monetary value; it lasts until you finish a Long Rest, at which point it disintegrates.

The maximum spell level of Spell Scroll that you can create is equal to **one quarter of your Sidekick level** (minimum of 1).

Level 5: Reckless Magic

Your desire for great magics exceeds your ability to cast it safely.
When you successfully cast a leveled spell from a Spell Scroll, you may choose to increase the level of the spell by 1 (up to level 9). If you do so, roll 1d6 to determine the side-effect that occurs at the end of the action.

At higher levels:

- **Level 9**: Scrolls can be activated at 2 levels higher. Roll 1d8 for consequences.
- **Level 15**: Scrolls can be activated at 3 levels higher. Roll 1d10 for consequences.

Reckless Magic Side-Effects

1d6	Side-Effect
1-3	No side-effect.
4	**Magical Backlash**: Roll 1d4 for each level of the spell and take that amount of damage. This damage cannot be reduced or avoided in any way.
5	**Dimensional Rift**: You are banished to a pocket dimension. At the end of your next turn you reappear in the closest available space.
6	**Arcane Sickness**: You are Poisoned until the end of your next turn.
7	**Blinding Flash**: You are blinded until the end of your next turn.
8	**Magic Overload**: You are stunned until the end of your next turn.
9	**Flame Burst**: You take 2d6 damage are Burning and take 1d4 Fire damage at the start of each turn. A creature can spend an Action to extinguish the flames.
10	**Electric Shock**: You take 4d6 damage and are paralysed until the end of your next turn.

Level 11: Magical Versatility

You learn an additional 2 cantrips from any class. Your Sidekick Cantrips are now treated as if you were level 5.

Level 11: Seasoned Scroll Scribe

You are faster at scribing Spell Scrolls, though the crude quality remains.
When you use your Scroll Scribe feature, you can create 2 Spell Scrolls instead of 1 during a Long Rest.

Level 11: Gift of Magic

You can gift your magical essence to an ally.
You have a number of Magical Gift points equal to your Proficiency Bonus. As a Bonus Action, you can use your Magical Gift points to:

- Restore a Spell Slot for yourself or another creature within 30 feet at the cost of 1 point per spell level of that spell slot. The target creature must have spell slots.
- Restore Charges on a magic item held by you or another creature within 30 ft at the cost of 1 point per Charge.

Your Magical Infusion points are regained at the end of a Long Rest.

Level 17: Reckless Magic Afficionado

It is second nature for you to pushing magic to its limits.
When you use your Reckless Magic feature, You can roll 2 dice for the side-effect and pick one of the results.

Level 17: Font of Magic

You have a deeper font of magical essence to share.
Your Gift of Magic feature now gives you a number of Magical Gift points equal to twice your Proficiency Bonus.

Sidekick Followers

For when DMs wish to have an NPC join the party (short term or long-term) without overshadowing the party.

Below are simplified character sheets for running a Sidekick as a 'follower' to the party.

Running a Sidekick Follower

To determine the Sidekick level, simply use the average level of the adventuring party. *Assume that the Sidekick will level up as the party levels up.*

Sidekick followers use simplified statblocks that will update at each tier of play (1-4, 5-9, 0-14, 15-20), as represented by the character's increasing Proficiency Bonus.

> e.g. If all PCs are level 5 then use the level 5 stats for the Sidekick. Therefore it will have a Proficiency Bonus of +3.

Sidekick followers have simplified variants of the Sidekick class features. Some of these features unlock at higher tiers of play.

Sidekick Followers

Scrivener Follower Traits

Hit Points	10 + 4 times level
Hit Points Dice	d8 per level
Armor Class	10 + Prof. Bonus
Attack / Damage	+4 + Prof. Bonus 1d10 + 4 + Prof. Bonus
Saving Throws	DEX and WIS = 14 + Prof. Bonus others = 10 + Prof. Bonus
Skill Checks	Arcana & Survival = 12 + Prof. Bonus Insight & Perception = 10 + Prof. Bonus others = 8 + Prof. Bonus
Equipment	Leather Armor, Firebolt Cantrip, Dagger

Features

Levels	Features	Prof. Bonus
1-4	Distracting Strike, Magical Protection	+2
5-9	Gift of Magic	+3
10-14	Reliable Magical Protection	+4
15-20	Font of Magic	+5

Distracting Strike

As an Action, make a Spell Attack to a creature that is less than 15 feet away. On a hit, the next attack roll made against it before the start of your next turn has Advantage.

Firebolt Cantrip

The Scrivener learns the Firebolt Cantrip but the Cantrip is always treated as if the Scrivener is level 1.

Magical Protection

As a Reaction, when an ally within 15 feet makes a Skill Check or Saving Throw, roll 1d4, and add the result to the result of the Skill Check or Saving Throw.

This feature can be used a number of times equal to the Scrivener's Proficiency Bonus. Uses are restored on a Long Rest.

Gift of Magic

As an Action, once per Long Rest, you can:

- Restore a number of Spell Slot levels equal to Proficiency Bonus to any allies within 15 feet.

  > *(e.g. with Profiiency Bonus of 3, you can restore one level 1 slot to one ally and one level 2 slot to another ally)*

- Restore Charges on any magic items held by you or another creature within 15 feet at the cost of 1 point per charge. You can restore Charges equal to your Proficiency Bonus.

Reliable Magical Protection

The dice for the Magical Protection feature increases to 1d4+2.

Additionally, When using the Magical Protection feature, the result of the 1d4+2 can be added to all allies that are attempting the same Skill Check or Saving Throw.

Font of Magic

The Gift of Magic feature can now restore Spell Slots or Charges equal to twice your Proficiency Bonus.

Provisioner Follower Traits

Hit Points	10 + 5 times level
Hit Points Dice	d8 per level
Armor Class	12 + Prof. Bonus
Attack / Damage	+4 + Prof. Bonus 1d8 + 4 + Prof. Bonus
Saving Throws	DEX and WIS = 13 + Prof. Bonus others = 10 + Prof. Bonus
Skill Checks	Perception & Insight = 12 + Prof. Bonus Acrobatics & Stealth = 10 + Prof. Bonus others = 8 + Prof. Bonus
Equipment	Leather Armor, 2x Dagger, Light Crossbow, 20 Bolts

Features

Levels	Features	Prof. Bonus
1-4	Distracting Strike, Potion Bandolier	+2
5-9	Potion Sharing	+3
10-14	Powerful Potions	+4
15-20	Sharing Aura	+5

Distracting Strike

As an Action, make a Weapon Attack to a creature that is less than 15 feet away. On a hit, the next attack roll made against it before the start of your next turn has Advantage.

Potion Bandolier

As a Bonus Action, produce a specially brewed healing potion and either use the potion on yourself or on an ally within 15 feet. This potion restores 2d4+4 hit points to the target.

This feature can be used a number of times equal to the Provisioner's Proficiency Bonus. Uses are restored on a Long Rest.

Potion Sharing

When using the Potion Bandolier feature, the effect of the potion applies to the target as well as another creature within 15 feet of the target.

Powerful Potions

The healing potion produced by the Potion Bandolier feature, now restores 4d4+8 hitpoints.

Sharing Aura

When using the Potion Bandolier feature, the effect of the potion applies to the target as well as all other creatures of choice within 15 feet of the target.

Squire Follower Traits

Hit Points	10 + 7 times level
Hit Points Dice	d8 per level
Armor Class	14 + Prof. Bonus
Attack / Damage	+4 + Prof. Bonus 1d8 + 4 + Prof. Bonus
Saving Throws	DEX and WIS = 12 + Prof. Bonus others = 10 + Prof. Bonus
Skill Checks	Athletics & Perception = 12 + Prof. Bonus Persuasion & Survival = 10 + Prof. Bonus others = 8 + Prof. Bonus
Equipment	Chain Shirt, Longsword, Shield, 4x Javelins

Features

Levels	Features	Prof. Bonus
1-4	Distracting Strike, Distracting Defence	+2
5-9	Extra Distracting Strike	+3
10-14	Gift of Attunement	+4
15-20	Distracting Flurry	+5

Distracting Strike

As an Action, make a Weapon Attack to a creature that is less than 15 feet away. On a hit, the next attack roll made against it before the start of your next turn has Advantage.

Distracting Defence

As a Reaction, when an attack roll is made against ally within 15 feet, your ally has a +3 bonus to AC against the triggering attack.

This feature can be used a number of times equal to the Squire's Proficiency Bonus. Uses are restored on a Long Rest.

Extra Distracting Strike

You can now attack twice using the Distracting Strike feature but it's effect is only applied to one creature that was hit by one of these attacks.

Distracting Flurry

You can now attack three times using the Distracting Strike feature but it's effect is only applied to one creature that was hit by one of these attacks.